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ABSTRACT OF THE DISCLOSURE

A method of implementing real-time video-audio interaction by data synchronization in an Internet game. The inventive method establishes an Internet
5 transmission channel between Internet game clients without connecting to the Internet game sever. First, the method retrieves real-time video and audio data and compresses it into video and audio data packets. Next, the video and audio data packets are packaged
10 into a transmission package. A time stamp is attached to the transmission package for data synchronization. The transmission package is transmitted to other game client through the Internet transmission channel. Finally, the Internet game client receives the
15 transmission package, decompresses the received transmission package into video and audio data, and executes data synchronization according to the time stamp and output thereof.